RAPTURE

CHARACTER

Character Name: _____
Player: _____
Setting: _____
Goal: _____
Rank: _____ Profession: _____

BASIC SKILLS

Skill	*Char*	*Specializations*	*Trained*
Athletics	Str		☐☐☐
Ballistic Skill	Ag		☐☐☐
Coordination	Ag		☐☐☐
Fighting	Str		☐☐☐
Maneuvering	Ag		☐☐☐
Resilience	To		☐☐☐
Stealth	Ag		☐☐☐
Vice	Ag		☐☐☐
Common Know.	Int		☐☐☐
Creativity	Int		☐☐☐
Discipline	Wp		☐☐☐
Doctor	Int		☐☐☐
Intuition	Int		☐☐☐
Observation	Int		☐☐☐
Speech	Cha		☐☐☐

ADVANCED SKILLS

Skill (specializations)	*Char*	*Trained*
		☐☐☐
		☐☐☐
		☐☐☐
		☐☐☐
		☐☐☐

TALENTS

Name	*Effect*	*Type*

SPECIAL ABILITIES

Name	*Effect*	*Type*

CHARACTERISTICS

STRENGTH
STAMINA
AGILITY
INTELLIGENCE
WILLPOWER
CHARISMA

CONDITIONS

☐ Weakened ☐ Fatigued ☐ Wounded ☐ Stressed
☐ Invigorated ☐ Energized ☐ Inspired ☐ Determined

WOUNDS	TAINT	SANITY
Threshold	Threshold	Threshold
Current	Current	Current

EQUIPMENT

Weapon	*DR*	*Range*	*Group*	*Qualities*

Armor	*Defence*	*Soak*	*Qualities*

PERMANENT EFFECTS

Type	*Name*	*Effect*	*Severity*

PERSONAL DETAILS

Age: Sex: Height: Weight:
Eye Color: Hair Color:
Appearance:

Distinguishing Marks:

Likes:

Dislikes:

FAMILY DETAILS

Father:
Mother:
Siblings:

Other relatives:

Family Secrets:

FRIENDS

ENEMIES

NOTEWORTHY DEEDS

NOTES & QUOTES

EQUIPMENT

Money: